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OD, OUTAT, OUCCA, EPC, STO, DERWENT,	Operimitation or consimulation	~	533
IIB: HISDAT: HISOCO: EDO: DEBMENT:	\$36 and ((component or element) near? wrapper)		S45
JB: LISPAT: LISOCR: EPO: JPO: DERWENT:	S36 and ("boundary scan" with translat\$3)	2	S42
UB: USPAT: USOCR: EPO: JPO: DERWENT:	S36 and ((address near2 decoder) with (memory near2 map))	_	S52
JB: USPAT: USOCR: EPO: JPO: DERWENT	S36 and ("boundary scan" with ((reconfigurable or re-configurable) near2 hardware))		S40
JB; USPAT; USOCR; EPO; JPO; DERWENT;	S36 and (translat\$3 with wrapper)		S53
JPO: DERWENT:	6,907,584.pn.		S32
UB; USPAT; USOCR; EPO; JPO; DERWENT;	S26 and S22		S31
JB; USPAT; USOCR; EPO; JPO; DERWENT;	S26 and S18	œ	S30
USOCR; EPO; JPO; DERWENT;	S26 and S16	4	S29
JB; USPAT; USOCR; EPO; JPO; DERWENT;	S26 and S14	<b>=</b>	S28
UB; USPAT; USOCR; EPO; JPO; DERWENT;	S26 and S13	4	S27
UB; USPAT; USOCR; EPO; JPO; DERWENT:	S5 and ((second or another) near2 protocol)	14	S13
UB; USPAT; USOCR; EPO; JPO; DERWENT:	S24 or S25	156	S26
US-PGPUB: USPAT: USOCR: EPO: JPO: DERWENT:	S17 and S24	2	S25
US-PGPUB: USPAT: USOCR: EPO: JPO: DERWENT:	S4 or S6 or S7 or S8 or S9 or S10 or S11 or S12 or S13 or S14 or S15 or S16 or S18 or S19	156	S24
UB; USPAT; USOCR; EPO; JPO; DERWENT;	S5 and ((mapping near2 data) with (addressable near2 memory))	_	S23
USOCR; EPO; JPO; DERWENT;	S5 and (translat\$3 with wrapper)	œ	S22
JPO: DERWENT:	S5 and ((address near2 decoder) with (memory near2 map))		S21
UB; USPAT; USOCR; EPO; JPO; DERWENT;	S5 and (shift\$3 near2 serially)	4	S20
USOCR; EPO; JPO; DERWENT:	S5 and (translat\$3 with (shift\$3 near2 serially))	_	S19
UB; USPAT; USOCR; EPO; JPO; DERWENT;	S5 and (translat\$3 with (shift near2 register))	œ	S18
UB; USPAT; USOCR; EPO; JPO; DERWENT;	S5 and ((component or element) with register)	ස	S17
USOCR: EPO: JPO: DERWENT:	S5 and ((component or element) with (memory near2 map))	4	S16
UB; USPAT; USOCR; EPO; JPO; DERWENT;	S5 and (wrapper with (memory near2 map))	_	S15
USOCR; EPO; JPO; DERWENT	S5 and ((component or element) near2 wrapper)	<b>=</b>	S14
USOCR; EPO; JPO;	S5 and (protocol with translat\$3)	71	S12
USOCR; EPO; JPO; DERWENT;	S5 and ("boundary scan" with translat\$3)	2	S11
EPO; JPO; DERWENT;	S5 and (interface with((reconfigurable or re-configurable) near2 hardware))	28	S10
JPO: DERWENT:	S5 and ("boundary scan" with ((reconfigurable or re-configurable) near2 hardware))		es es
UB; USPAT; USOCR; EPO; JPO; DERWENT	S5 and (boundary-scan near2 (interface or protocol))	2	S8
EPO: JPO: DERWENT:	S5 and ("boundary scan" near2 (interface or protocol))	17	S7
UB; USPAT; USOCR; EPO; JPO; DERWENT; I	S5 and "boundary scan"	52	S6
USOCR; EPO; JPO; DERWENT;	S2 or S3	1409	S5
EPO: JPO: DERWENT	S2 and S3	37	2
EPO: JPO:	high level near2 (model\$3)	1154	S3
UB; USPAT; USOCR; EPO: JPO: DERWENT;	co-simulation or cosimulation	292	S2
US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM TDB	hardware with (co-simulation or cosimulation)	153	S1
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US 20040064511 A1 Peer-to-peer email messaging US 20040031038 A1 System and method for providing multiple embodiments of abstract software modules in peer US 20040030794 A1 System and method for multiplatform implementation of abstract software modules in peer-to- US 20040030743 A1 System and method for describing and identifying abstract software modules in peer-to-peer I US 20040015816 A1 Coordination synthesis for software systems US 20030191615 A1 Synchronization of multiple simulation domains in an EDA simulation environment US 20030182421 A1 Distributed identities	US 20050273729 AT Extensible memory architecture and communication protocol for supporting multiple devices i US 20050256691 AT Post initial microcode load co-simulation method, system, and program product US 20050226630 AT Post initial microcode load co-simulation method, system, and program product US 20050226630 AT VCD-on-demand system and method US 20050226828 AT VSystem-level simulation of interconnected devices US 20050226828 AT System-level simulation of devices having diverse timing US 20050226827 AT System-level simulation of devices having diverse timing US 20050216594 AT Instant messaging communications channel for transporting data between objects executing v US 20050126594 AT Apparatus, system, method and computer program product for reliable multicast transport of v US 2005014356 AT Apparatus, system, method and computer program product for reliable multicast transport of v US 2005014356 AT Apparatus, system, method and computer program product for reliable multicast transport of v US 2005014356 AT Apparatus, system, method and computer program product for reliable multicast transport of v US 2005014356 AT Apparatus, system, method reper network computing platform US 20050143630 AT Trust mechanism for a peer-to-peer network computing platform US 2004026528 AT Co-simulation via boundary scan interface US 2004026528 AT Co-simulation in a high-level modeling system US 200401364 AT Multi-user server system and method US 20040162871 AT Infrastructure for accessing a peer-to-peer network environment US 2004013840 AT Presence detection using mobile agents in peer-to-peer networks US 2004013640 AT Presence detection using mobile agents in peer-to-peer networks US 2004008364 AT System and method for submitting and performing computational tasks in a distributed hetero US 2004008364 AT Method and system for emulating a design under test associated with a test environment US 2004008364 AT Presence detection using mobile agents in peer-to-peer networks US 2004008364 AT Apparation of content using mobile agent	sults of search sel current Kind Codes 20060117274 A1 20060083205 A1
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		Abstract

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Emulation system with time-multiplexed interconnect Method and apparatus for test generation during circuit design	Converification system and method	Methods and means for managing multimedia call flow	Method for adaptive test generation via feedback from dynamic emulation	Scan path test support	Method and apparatus for determining expected values during circuit design verification	Method and apparatus for design verification of an integrated circuit using a simulation test be	Method and apparatus for test generation during circuit design	Block based design methodology	Dynamic evaluation logic system and method	Methods and systems for automatically translating geometric data	System, method and article of manufacture for signal constructs in a programming language i	Method and apparatus for dynamically testing electrical interconnect	System for the design of high-performance communication architecture for system-on-chips u	Black based design methodology	Blocked based design methodology	Structured algorithmic programming language approach to system design	Block based design methodology	Blocked based design methodology	Memory circuit for use in hardware emulation system	Multi-board connection system for use in electronic design automation	Emulation system with multiple asynchronous clocks	Memory mapping system and method	Time-multiplexing data between asynchronous clock domains within cycle simulation and emi	Low latency FIFO circuits for mixed asynchronous and synchronous systems	Method and system for generating a circuit design including a peripheral component connect	System and method for configuring a device to perform measurement functions utilizing conv	Specifying and targeting portions of a graphical program for execution by multiple targets	Design of an application specific processor (ASP)	Method to verify the performance of BIST circuitry for testing embedded memory	Graphical program with various function icons and method for conversion into hardware imple	Specifying and targeting portions of a graphical program for real-time response	Block based design methodology with programmable components	Methodology for the design of high-performance communication architectures for system-on-	Graphical program having a timing specification and method for conversion into a hardware in	Specifying portions of a graphical program for respective execution by a processor and a processor.	Method and apparatus for unified simulation	System and method for converting a graphical program including a structure node into a hard	Scan chain verification using symbolic simulation	System using peer discovery and peer membership protocols for accessing peer-to-peer platt	Block based design methodology	Block based design methodology				
20020423 703/28 20020212 714/73	20020514 703/14	20020910 370/466	20021119 703/23	20021119 714/726	20021210 714/741	20021224 702/120	20030304 714/739	20030520 716/4	20030603 716/1	20030715 716/1	20030930 716/4	20031007 716/3	20031118 716/4	20040203 345/420	20040210 717/114	20040217 714/725	20040217 716/1	20040217 716/10	20040224 716/4	20040302 716/8	20040302 716/10	20040420 716/4	20040504 70	20040622 710/317	20040831 716/4	20041026 710/22	20050111 703/23	20050201 326/93	20050419 716/1	20050823 703/2	20050823 703/2	20050830 703/21	20050906 714/74	20051011 703/2	20051101 703/2	20051122 716/1	20051220 716/1		20060131 703/2		20060307 703/2	20060530 716/5	20060620 70	20010823 716/1	20010830 716/1
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Co-simulation system for interfacing high-level modeling system for electronic circuit design, I Behavior processor system for operating portion of user design and interfacing with host test Digital circuit co-simulation method for integrated circuit designing involves converting model:	Method of testing a data communication system	Concurrent simulation of host system at instruction level and input/output system at logic leve Sequence of events detector for social digital data which selectively outputs match simal in the	Method for manufacturing test simulation in electronic circuit design	System and method for simulation of computer systems combining hardware and software int	Design environment and a design method for hardware/software co-design	Distributed logic analyzer for use in a hardware logic emulation system	Emulation system with time-multiplexed interconnect	Simulation/emulation system and method	Memory simulation system and method	Simulation server system and method	System and method for system level and circuit level modeling and design simulation using C	Method and apparatus for test generation during circuit design	Simulator architecture	Block based design methodology	Timing-insensitive glitch-free logic system and method	Verification of message sequence charts
20041223 20030213 20020619	19840313 714/38	19960220 703/21	19960723 703/14	19981117 703/27	19990209 703/13	19990824 703/28	19990928 703/28	19991228 703/13	20000215 703/13	20001017 703/27	20001128 703/23	20010130 714/739	20010717 703/19	20010731 716/1	20011120 716/6	20020212 340/500

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#	Hits	Search String	Databases
	128	co-simulation or cosimulation	US-PGPUB
2	622	high level near2 (model\$3)	US-PGPUB
ဌ	738	1 or 2	US-PGPUB
۲4	_	3 and (boundary-scan near2 (interface or protocol))	US-PGPUB
5	o	3 and ("boundary scan" near2 (interface or protocol))	US-PGPUB
<u>6</u>	6	4 or 5	US-PGPUB
L7	10	3 and (interface with((reconfigurable or re-configurable) near2 hardware))	US-PGPUB
<u>ھ</u>	_	3 and ("boundary scan" with translat\$3)	US-PGPUB
<u></u>	10	6 or 7 or 8	US-PGPUB
L10	_	9 and (protocol.CLM.)	US-PGPUB
7	-	9 and ("boundary scan".CLM.)	US-PGPUB
L12	တ	9 and ("reconfigurable".CLM.)	US-PGPUB

# Jonathan Ballag et al.

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	20050512 703/14	US 20050102125 A1 Inter-chip communication system .	US 20050
	20050630 716/18	US 20050144585 A1 Method and system for hardware accelerated verification of digital circuit design and its testbi	US 2005
	20050721 714/776	US 20050160345 A1 Apparatus, system, method and computer program product for reliable multicast transport of	US 2005
	20050908 716/18	US 20050198606 A1 Compilation of remote procedure calls between a timed HDL model on a reconfigurable hards	US 2005
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	20051013 703/13	US 20050228627 A1 System-level simulation of devices having diverse timing	US 2005
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	20051013 703/19	US 20050228630 A1 VCD-on-demand system and method	US 2005
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	20060119 711/101	US 20060015674 A1 Self-booting software defined radio module	US 2006
	20060420 370/338	US 20060083205 A1 Method and system for wireless networking using coordinated dynamic spectrum access	US 2006
	20060601 716/1	US 20060117274 A1 Behavior processor system and method	US 2006
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		Results of search set S91:	Results

US 20030041141 A1 US 20030037321 A1	US 20030046668 A1	US 20030046671 A1	US 20030055894 A1	US 20030055898 A1	US 20030070070 A1	US 20030074177 A1	US 20030074178 A1	US 20030095566 A1	US 20030105620 A1	US 20030115147 A1	US 20030115564 A1	US 20030144828 A1	US 20030154191 A1	US 20030154465 A1	US 20030182421 A1	US 20030191615 A1	US 20040015816 A1	US 20040030743 A1	US 20040030794 A1	US 20040031038 A1	US 20040064511 A1	US 20040064512 A1	US 20040064568 A1	US 20040064693 A1	US 20040088347 A1	US 20040088348 A1	US 20040088369 A1	US 20040088646 A1	US 20040098447 A1	US 20040111252 A1	US 20040133640 A1	US 20040143801 A1	US 20040148326 A1		US 20040181385 A1	US 20040236556 A1	US 20040247316 A1		US 20050086300 A1
Peer-to-peer presence detection  System, method and article of manufacture for extensions in a programming lanauage capab	System, method and article of manufacture for distributing IP cores							Providing a camel based service to a subscriber terminal in a win network and vi	System, method and article of manufacture for interface constructs in a programming langua;					Method and system for verifying modules destined for generating circuits					System and method for multiplatform implementation of abstract software modul									Collaborative content coherence using mobile agents in peer-to-peer networks	System and method for submitting and performing computational tasks in a distr								•		Trust mechanism for a peer-to-peer network computing platform
20030227 709/223 20030220 717/149	20030306 717/131			20030320 709/205		20030417 703/22	20030417 703/25	20030522 370/465	20030605 703/22	20030619 705/64	20030619 716/8	20030731 703/21	20030814 707/2	20030814 717/137	20030925 709/224	20031009 703/13	20040122 717/101	20040212 709/203						20040401 713/168							20040708 709/204		20040729 709/200	20040819 709/201	20040916 703/14	20041125 703/14	20041209 398/47	_	20050421 709/204

US 6993469 B1 US 6993466 B2 US 6983228 B2 US 6978425 B1			20020184357 20020184311 20020184310 20020177990 20020166098 20020161568 20020152299 20020147810 200201477771	US 20030033594 A1 US 20030033588 A1 US 20030028864 A1 US 20030028585 A1 US 2003002521 A1 US 20020199173 A1 US 20020194581 A1 US 20020188657 A1 US 20020184358 A1
System and method for converting a graphical program incliding a structure node into a hard Method and apparatus for unified simulation  Specifying portions of a graphical program for respective execution by a processor and a program for program having a timing specification and method for conversion into a hardware it Methodology for the design of high-performance communication architectures for system-on-	Method and system for producing an electronic business network  Block based design methodology  System using peer discovery and peer membership protocols for accessing peer-to-peer plat  Scan chain verification using symbolic simulation	Advertisements for peer-to-peer computing resources Advertisements for peer-to-peer computing resources Relay peers for extending peer availability in a peer-to-peer networking environment Structured algorithmic programming language approach to system design Method of co-simulating a digital circuit Block based design methodology with programmable components Method and apparatus for test generation during circuit design Method and system for virtual prototyping Co-simulation of network components	Rendezvous for locating peer-to-peer resources Peer-to-peer network computing platform Providing peer groups in a peer-to-peer environment Distributed logic analyzer for use in a hardware logic emulation system Block based design methodology Memory circuit for use in hardware emulation system Reliable peer-to-peer connections Inter-chip communication system Peer-to-peer resource resolution	System, method and article of manufacture for parameterized expression libraries System, method and article of manufacture for using a library map to create and maintain IP of System, method and article of manufacture for successive compilations using incomplete par Distributed trust mechanism for decentralized networks Bootstrapping for joining the peer-to-peer environment System, method and article of manufacture for a debugger capable of operating across multipulations and systems for automatically translating geometric data Resource identifiers for a peer-to-peer environment Peer-to-peer communication pipes
20060307 703/2 20060131 703/15 20060131 703/2 20060103 703/2 20051220 716/1				20030213 717/141 20030213 717/107 20030206 717/141 20030206 709/201 20030102 370/465 20021226 717/129 20021219 717/136 20021212 709/201 20021205 709/223

GB 2370134 A	US 20040260528 A WO 2003012640 A	US 4437184 A	US 5214784 A	US 5493672 A	US 5539652 A	US 5657450 A	US 5838948 A	US 5870588 A	US 5943490 A	US 5960191 A	US 6009256 A	US 6026230 A	US 6134516 A	US 6152612 A	US 6182258 B1	US 6263303 B1	US 6269467 B1
Digital circuit co-simulation method for integrated circuit designing involves converting models	Co-simulation system for interfacing high-level modeling system for electronic circuit design, l  Behavior processor system for operating portion of user design and interfacing with host test	Method of testing a data communication system	Sequence of events detector for serial digital data which selectively outputs match signal in the	Concurrent simulation of host system at instruction level and input/output system at logic leve	Method for manufacturing test simulation in electronic circuit design	Method and apparatus for time estimation and progress feedback on distal access operations	System and method for simulation of computer systems combining hardware and software in	Design environment and a design method for hardware/software co-design	Distributed logic analyzer for use in a hardware logic emulation system	Emulation system with time-multiplexed interconnect	Simulation/emulation system and method	Memory simulation system and method	Simulation server system and method	System and method for system level and circuit level modeling and design simulation using C	Method and apparatus for test generation during circuit design	Simulator architecture	Block based design methodology
20020619	20041223 20030213	19840313 714/38	19930525 714/39	19960220 703/21	19960723 703/14	19970812 707/10	19981117 703/27	19990209 703/13	19990824 703/28	19990928 703/28	19991228 703/13	20000215 703/13	20001017 703/27	20001128 703/23	20010130 714/739	20010717 703/19	20010731 716/1